

ABSTRACT OF THE DISCLOSURE  
SCALABLE VIRTUAL WORLD CHAT CLIENT-SERVER SYSTEM

5           The present invention provides a highly scalable  
architecture for a three-dimensional graphical, multi-user,  
interactive virtual world system. In a preferred embodiment a  
plurality of users interact in the three-dimensional,  
10 computer-generated graphical space where each user executes a  
client process to view a virtual world from the perspective of  
that user. The virtual world shows avatars representing the  
other users who are neighbors of the user viewing the virtual  
word. In order that the view can be updated to reflect the  
15 motion of the remote user's avatars, motion information is  
transmitted to a central server process which provides  
positions updates to client processes for neighbors of the  
user at that client process. The client process also uses an  
environment database to determine which background objects to  
20 render as well as to limit the movement of the user's avatar.